

4. (Amended) A texturing system according to claim 2, in which there are four cache means (60) and four decompression means (62) arranged in parallel.

5. (Amended) A texturing system according to claim 2, further comprising allocating means (82) between the cache means (60) and the decompression means (62), for allocating the outputs of different caches to selected ones of the decompression means.

6. (Amended) A texturing system according to Claim 1, in which the lower-level mip-map generator means comprises four interpolators which operate on 16 texels from the mip-map held in the cache means to provide four texels as from the next lower mip-map.

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